

## MONITOR



## AOE REPORT FROM BALLY MIDWAY

Of all the games debuted at the Amusement Operator's Expo held in Chicago last month we're proud to admit that one of the most innovative and exciting was our own - Professor Pac-Man. Whether you saw it or not - you can take a refresher course on the game by perusing the "report card" printed below.



Subject	Grade	Comments
Earnings	A+	Professor Pac-Man has the potential for long-term success. The game is simple to play, easy to learn, and has a high replay value. It's a real winner!
Flexibility	A+	The game is a real winner for all. It's a real winner for all. It's a real winner for all. It's a real winner for all.
Educational	A+	The game is a real winner for all. It's a real winner for all. It's a real winner for all. It's a real winner for all.
Graphics	A+	The game is a real winner for all. It's a real winner for all. It's a real winner for all. It's a real winner for all.
Entertainment	A+	The game is a real winner for all. It's a real winner for all. It's a real winner for all. It's a real winner for all.

wants to escape the cat clutches and the player can use his joystick to give Mappy a boost up on trampolines. Pressing buttons can open doors and zapp the cats back through the house and score. Anything but a mouse game. MAPPY has tested well in all markets.

\* Mappy is engineered and designed by Namco Ltd. Manufactured under license by Bally Midway Mfg. Co. Trademark © Namco 1983.



Other Bally Midway games that bowed at AOE include Mappy, Journey, Kozmic Krooz'r, and a new pin, Grand Slam. Details to fill you in or bring you up to date:



## MAPPY

Mappy, the micro police mouse has the run of the house as he tries to collect a series of objects before the cats who are hot on his trail can make the fur fly in a purr-fect new game from Bally Midway. Mappy's really got to move his tail if he

## KOZMIC KROOZ'R

This extraterrestrial can't phone home. He's got to get there the hard way... via the video world in Bally Midway's new game - KOZMIC KROOZ'R. The player's mission is to get Krooz'r back to his mothership while dodging intergalactic obstacles all the way home. Once there, the player's timing must coincide with a lift up entry port so that Krooz'r can be beamed safely aboard. If not, he's sure to become lost in space! KOZMIC KROOZ'R's unique combination of mechanical and video features make it perfect for the arcade.







### GRAND SLAM

Drive in a run... Pinch hit a homer... Powerhouse the ultimate play! Whether you're a rookie or a pinball pro, all the major league excitement of baseball comes alive in Bally Midway's latest pinball game GRAND SLAM. GRAND SLAM can take on 2 or 4 players. When the 4-player option is used, the readout shows the 1st and 2nd players' runs while they play, and flashes the runs for the 3rd and 4th players when it's their turn at bat. GRAND SLAM is sure to become a most valuable player in your market.



### JOURNEY

Bally Midway enters an exciting new frontier in video games with JOURNEY, a game based on the hottest American rock band today! To give you an idea of how popular Journey is and how that can mean big money for you, in a recent survey, 82.7% of teenagers polled were fans of Journey's (in varying degrees) with 48.2% stating that they liked Journey very much. The same survey found 41.6% of Journey fans who played video games to be between 13 and 20 years old. Out of 10 albums produced by Journey, six went platinum (over 1 million sold), two went double platinum and one sold over five million copies. "Frontier," the album that is currently #3 on the charts became platinum in two weeks! This is the album that our game ties into along with their present tour which will take them from Hawaii to New York between now and August. The game itself features a new computer process introduced by Bally Midway that allows the machine to digitize information and actually place photographic quality faces of the band members on the screen. When the bonus rack comes up, the machine plays an ac-

tual taped recording of Journey's smash hit "Separate Ways." The time tested self diagnostic package allows access to critical play info and fault testing. A real hit, JOURNEY can be Number One with a bullet in your market!

### SERVICE BULLETINS FROM ANDY DUCAY, BALLY-MIDWAY SERVICE MANAGER

GAME: BABY PAC-MAN

SUBJECT: WIRING OF THE FLIPPER E.O.S. SWITCH

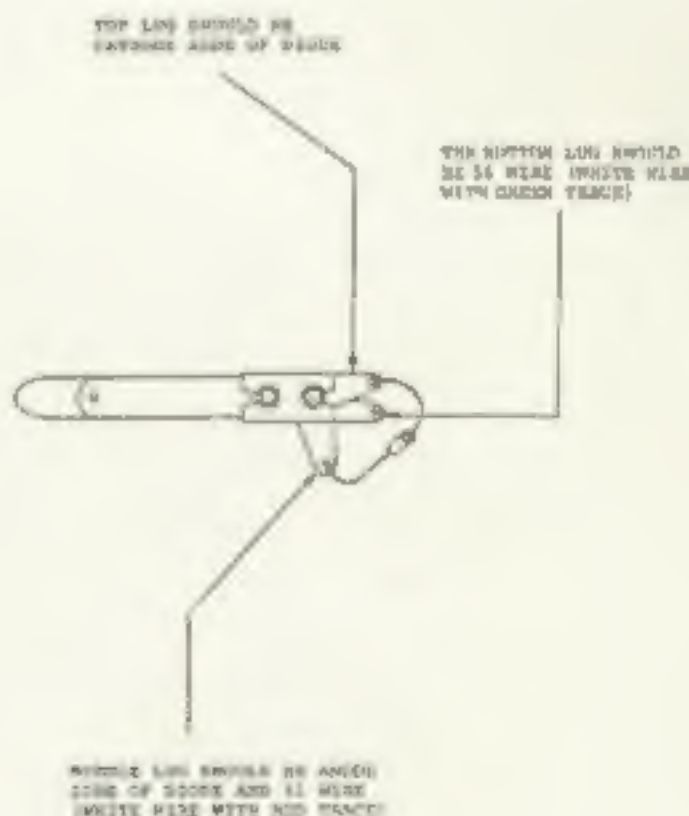
Due to a slight production error, some of the right flipper end-of-stroke switches were mis-wired on the normally open switch.

This condition results in the following symptoms:

1. Occasionally the ball will not kick out of the outhole.
2. When the right drop target is down it is possible for the game to re-enter the video maze while the ball is still in motion on the playfield.

To correct these symptoms, make sure the wiring on the right flipper end-of-stroke switch is the same as in the following drawing (See Figure #1).

FIGURE #1



GAME: BABY PAC-MAN

SUBJECT: TYPOGRAPHICAL ERROR ON SCHEMATIC

Please note on schematic #W-1280 (the playfield wiring diagram) there is a printing error on the schematic in the switch matrix.

Where the Left Inside Outlane is shown on I5 and ST2, that switch should be labeled FRUITS OUTLANE. Additionally, where the FRUITS OUTLANE is shown on I7 and ST2, that switch should be labeled LEFT INSIDE OUTLANE.



GAME: PAC-MAN

SUBJECT: PAC-MAN PLUS CONVERSION KIT

1. When installing the Z80 Bus Controller (AO82-91383-B000) piggyback unit, check for clearance between the piggyback unit and 40 pin ribbon cable socket.
2. To prevent a shorting condition clip or bend the Z80 Bus Controller IC pins which are protruding on the solder side (IC7474 and 7402).
3. Check visually and electrically.

GAME: CENTAUR & SPEAK EASY PINBALLS

SUBJECT: SOLENOID EXPANDER

Whenever installing a Solenoid Expander P.C. Board in the above games, please remove the jumper wire from the board. Failure to do so will result in the 5 AMP 3AG fuse blowing on the 43 volt circuit. Conversely all other games using the expander should have this jumper added to provide 43 volts to the relay contacts.

GAME: BUMP & JUMP

SUBJECT: PROM IDENTIFICATION AND LOCATION

Video Board (AO84-91463-A349)

Code	Location
ADO0	4E
ADO1	4F
ADO2	4H
ADO3	10E
ADO4	10F

CPU - Sound Board (AO84-91462-A349)

Code	Location
ADO5	6C
ADO6	12D
ADO7	12C
ADO8	12B



Thanks to your efforts in supporting these products, Ms. Pac-Man and 8 Ball Deluxe were named Video and Pinball Games of the Year for 1982 by Playmeter Magazine. These games continue to be consistent long term money earners maintaining their leadership in all equipment ratings. We will continue to deliver consistent profit makers in the tradition of Space Invaders, Pac-Man, Ms. Pac-Man, Tron, Galaxian, Galaga, and 8 Ball Deluxe.



Bally Midway celebrated the opening of their new corporate offices in Franklin Park, IL with a ribbon cutting ceremony and a cake in the shape of the new structure. In attendance were (l-r) Jack Hartman, Vice President of Finance; John Pasierb, Vice President of Engineering; Jack Williams, Mayor of Franklin Park; Terry Sullivan, Vice-President of Production and Stan Jarocki, Executive Vice-President.



#### LET THE GOOD TIMES ROLL!

After hours at the AOE turned into a festive occasion for Bally Midway as we celebrated our 25th Anniversary with a '50's party. Operators rocked and rolled to golden oldies spun by a dj in a '56 Chevy as well as participated in a hula hoop contest and the Hokey Pokey. Others hung out in the game room so that they could get good enough to beat the kids that play in their arcades. A drawing to win a Wacko game netted Zana Rimmel of Miller Vending in Smyrna, Georgia the big prize. A good time was had by all!

